GIL FRANCO

530.220.3223
www.gilfranco.com
gilfranco90@gmail.com

SUMMARY

For nine years, I've delivered the highest quality 3D assets and textures for animated films, commercials, VFX, and games, on time and on budget. I've made it my business to collect new skills and approaches to model and image creation, for greater efficiency and artistic flexibility.

EMPLOYMENT HISTORY

Adjunct Professor - School of Visual Arts MFA - Computer Arts (01/2023 - Present)

Teaching advanced character modeling techniques from modeling to look dev

Character Designer - HiFi3D (06/2022), (01/2024)

Character design and illustration for commercial

Art Director - Enneract (09/2023 - 10/2023)

MMORPG - Visual development and 3D modeling

Character Artist - HiFi 3D

Play Doh Commercial - character modeling, texturing, look dev (07/2016)
Reese's Commercial - character modeling, texturing, look dev (06/2023)

3D Generalist - Psyop (9/22 - 11/22), (5/23 - 9/23)

Game Cinematics - Character Modeling, Texturing, Look dev
Cricket TV Commercial - Environment Modeling, Texturing, look dev

Asset Artist - MARZ (09/2021 - 09/2022)

Spongebob - Battle For Bikini Bottom (Feature Film) - Creature modeling, surfacing, vis dev
Carnival Row Season 2 (TV) - Character design, sculpting, prop modeling, surfacing
Gaslit Season 1 (TV) - Vehicle surfacing
Umbrella Academy Season 4 (TV) - Prop surfacing
Moon Knight Season 1 (TV) - Prop modeling and surfacing
Ms. Marvel Season 1 (TV) - Environment Modeling
Wednesday Adams Season 1 (TV) - Prop modeling and surfacing
Antman and the Wasp: Quantumania (Feature Film) - Prop modeling, surfacing

Modeler - CHRLX (06/2021)

Adobe Ad Campaign - Modeling and surfacing assets

Environment Modeler - CHRLX (04/2021)

Cinnamon Toast Commercial - UV Layout, Maya, Zbrush, and Substance Painter

SKILLS & SOFTWARE

Maya	Arnold	Unity	Houdini	Mac
Zbrush	Redshift	Photoshop	SpeedTree	Linux
Marvelous Designer	Renderman	Unreal Engine	Substance Painter	Windows

EDUCATION

San Jose State University, BFA in Animation/Illustration, (Completed Spring 2014)
Schoolism Classes - Character Design, (Spring 2015) Expressive Characters, (Fall 2016)
SVA Continuing Education - Vis Dev (2019), Developing IP (2020), Environment Modeling (2021)

LANGUAGE PROFICIENCY & SPECIAL SKILLS

English - Native proficiency
Spanish - Professional proficiency